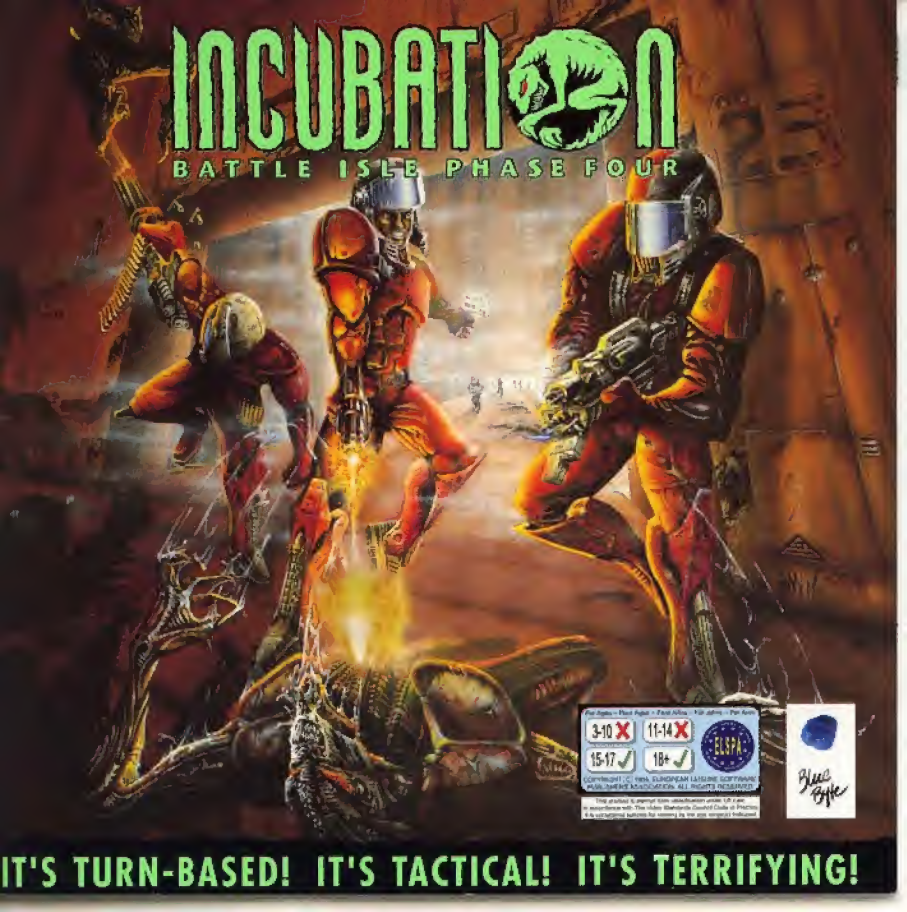


# INCUBATION

BATTLE ISLE PHASE FOUR



IT'S TURN-BASED! IT'S TACTICAL! IT'S TERRIFYING!

All titles produced by Thomas Hertzler at Blue Byte Software GmbH, Mülheim-Ruhr, Germany.

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**IMPORTANT:** On the game CD you'll find a file called Readme.txt. It contains important information which became available after the manual was printed. Please be sure to read this file completely.

**IMPORTANT:** You will find a shareware/trial version of SciTech Display Doctor™ 5.3a. This is not a Blue Byte product, and therefore we cannot offer any technical support regarding this product. Technical Support from SciTech is available to registered (or pre-registered) users at 916-894-8400 Monday through Friday from 9:00 am - 6:00 pm (Pacific Standard Time).

**TIP:** If you have any technical difficulties or questions about Incubation, the best way to reach our technical support representative is by email at: [hotline@bluebyte.com](mailto:hotline@bluebyte.com). Or you can call our hotline for the office nearest you.

U.S. Phone: (847) 995-9981, between 8:30 AM and 5 PM Central Time.

U.K. Phone: +44 (0) 1604-259090 between 2:00 PM and 6:00 PM U.K. Time.

For the quickest results, before calling write down your hardware system information including: brand of PC, installed sound cards, graphics cards, amount of RAM and any additional hardware like an AVI-Accelerator. Software information is also helpful, in case we need to analyze driver problems.

**Attention 3Dfx Owners:** If you have a problem running the 3Dfx version of the game, you're probably using outdated drivers for your card. We've included the latest version from 3Dfx on your CD. Simply double-click on 'My Computer' to find your CD-ROM drive (usually D:). Right-click on the drive to open, and click on 'Explore.' Double-click on the '3dfx' folder, then double-click again on the 'grtvg.exe' file to the right. Click 'Setup' to run the installation, read the disclosure, follow the directions and click 'Finish' when completed to restart your PC.

### 1

### Minimum Configuration

- IBM PC or 100% compatibles
- 90 MHz Pentium™
- Windows® 95
- 16 MB RAM
- 70 MB free hard disk space
- 4X CD-ROM drive
- 2 MB Graphics Card (DirectX® 5.0 compatible)
- Mouse

Incubation can be played on computers with slower processors so long as Windows® 95 and DirectX® 5.0 are installed. Blue Byte cannot guarantee quality of gameplay on a system with less than the Minimum Configuration.

### Recommended Configuration

- 166 MHz Pentium™
- 32 MB RAM
- 110 MB free hard disk space available

### Supports:

- Pentium® and Pentium® II processors
- CD-Audio
- DirectX® 5.0 compatible sound cards
- Most 3Dfx™ cards
- Kali™ and Mplayer™ Internet gaming networks
- SAITEK™ PC Dash
- Circle Surround™

## 2

### NO Installation under MS-DOS®

This is solely a Windows® 95 application; installation of this program under MS-DOS® is not possible.

## 3

### Installation under Windows® 95

1. Turn on your computer and insert the Incubation CD into your CD-ROM drive.
2. Install Incubation onto your hard drive by clicking on the Install Game button and then the Next button.
3. Select the installation type (complete installation is recommended) and continue with the Next button.
4. While the files are copying to your hard drive, fill out your registration card to qualify for free technical support.
5. Click on O.K. when the installation is complete.

Note: During the installation you'll be asked to install DirectX® 5.0 if you have an earlier version of DirectX® on your PC. You must have DirectX® 5.0 installed to play Incubation. Clicking on "No" will terminate the installation and return you to the Windows® 95 desktop.

Note: We've also included three demos and an avi video on the CD in the demos folder. For information about trying these, please read the readme.txt file.

If you've installed Incubation using the Autorun function, a menu will appear with a Start Game button. This menu will automatically appear every time the Incubation CD is inserted into the CD-ROM drive. Use this button to begin the game.

If you didn't install Incubation using the Autorun function, the game cannot be started automatically. You'll need to

use the Windows® Explorer to change to the Incubation directory. Begin the game by double-clicking on the Incubation icon or the Incubation.exe file.

Note: If you've installed the minimum setup and want to go back and do the complete install, use Uninstall Shield first to remove Incubation from your hard drive, then go back and reinstall.

## 4

### The Start-up Menu

The Start-up Menu containing the following buttons will appear after you have installed Incubation:



#### Start Game

Use the Start Game button to begin the game.



#### Start Game (3Dfx)

Starts Incubation in the 3Dfx mode if you have a 3Dfx graphics card installed.



#### Mplayer(Internet)

The first time this button is activated, it installs software for the Mplayer online game service; afterwards, it begins the Mplayer mode. (Available the middle of November 1997)



#### Install DirectX 5.0

This button will restart the DirectX 5.0 installation.



#### Readme

View the Readme file.



#### Exit

Click on the Exit button to go back to the desktop.








## 5

## Starting Incubation



When you begin Incubation, the title screen will first appear. You will notice that the mouse pointer has now been changed into a hand with an extended index finger. If this hand is moved anywhere along the bottom of this or any other screen, a pop-up window will appear with eight icons. They are, from left to right:



-  **Toggle Speaker Position**  
Left/right toggle switch for speakers
-  **Set Music Volume**  
Choose from off, low, medium or loud
-  **Set FX Volume**  
Choose from off, low, medium or loud
-  **Set Speech Volume**  
Choose from off, low, medium or loud
-  **Select Type of Cursor and Animation**  
Pick either the traditional Window's pointer or the hand
-  **Enemy Move On/Off**  
Select whether or not the computer will display the enemy's movements
-  **Set Animation Resolution**  
You can choose from low or high resolution (those with slower PCs should pick low resolution to increase playability)

**Set Difficulty Level**

Change the difficulty level (only in main map during the campaign).

## 6

## Main Menu

Press the Start Game button and the Main Menu will appear. You now see six buttons in the top right quarter of the screen.

From the top down:

**Start Campaign****Network Game****Instant Action****Load Game****Load PBM Game****Exit Program**

## 6.1 Start Campaign

The Campaign is a series of missions with a variety of maps, opponents, and situations, all of which progressively develop and challenge the player's knowledge and skill. Click on the Start Campaign button to begin a campaign. A short animated movie will then bring you inside the world of Incubation.

**Note:** To skip the sequence press the left mouse button, ESC key or space bar.



You will now see the Main Map screen. This is a map of the colony Scay-Hallwa, and it can be rotated by depressing the right mouse button and moving the mouse. The map contains a number of white circles which mark various locations you can enter. Dialogue locations are green, upgrade locations are blue and map locations are red. The number and type of locations appearing will depend on your current mission. If you move the cursor to one of the circles, it will be highlighted in red and a colored box and graphic will appear along with its name. If you click on a circle, it will turn completely red and an Enter Location button will appear at the bottom of the screen.

The buttons appearing at the bottom are:



**End Game**

Terminates the Campaign, and returns you to the Main Menu.



**Save Game**

Saves your campaign progress and returns you to the Main Menu.



**Enter Location**

With this button you enter the selected dialogue, upgrade, or map location.

### 6.1.1 Entering the Dialogue Location

Enter this location to get the full mission dialogue and animated storyline. If at some point during the dialogue you wish to return to the mission, just click the right mouse button. At the end of the dialogue you will automatically return to the Main Map screen.

### 6.1.2 Upgrade Location

If you click on any of the upgrade locations and activate the Enter Location button, you will open a Unit Menu. Here you can individually upgrade the units in your squad. Although all of the various locations allow you to upgrade your units, the items available in each will vary.

#### 6.1.2.1 Unit Menu

This screen has two distinct halves, and at the bottom you'll see the button, Back. This button takes you back to the Main Map screen. Later in the campaign a Recruit Unit button will become available. The Recruit Unit button will allow you to recruit units for the upcoming mission or replace units lost in battle.

**Note:** During certain missions you can acquire additional units that were separated from their original squads or are the last surviving units of a decimated squad.

Each new soldier costs 50 Equipment Points; this number will be different in the Multi-player mode because pre-configured units are available (see section 6.3.1.2).

The section on the right side of the screen provides you with unit status data: Equipment Points, Positions on Grid, and Units in Squad. This data will be continually updated in accordance with your changes.

On the left side of the screen you'll see the units available for this particular mission together with the name of each unit, their skill points and experience points.



Experience points are accumulated by killing Scay'Ger. These points are used to calculate the unit's skill points. Skill points are important because they allow you to select various weapons and/or equipment which are designed for units with a higher degree of skill. After you have played a round of Incubation, you will find the now familiar members of your squad on the left side of this screen. If you click on any of the units appearing in this section, you will immediately get the Upgrade Menu.

### 6.1.2.2 Upgrade Menu

Here you can make changes to already existing units or define the initial characteristics of new units. The new unit's role within your squad will be determined by their initial characteristics, which are: Battle Fitness, Light Weapon Proficiency, Heavy Weapon Proficiency, Technical Ability, Medical Skills, and Leadership Skills. These characteristics are defined by the weapons and equipment purchased for the unit with his equipment points and skill points. When you upgrade already available units, you also upgrade their existing equipment and ability for specific activities.

The Upgrade Menu screen is divided into two major sections. The bottom section contains the Select Unit, Select Weapon, Select Equipment, and Exit, buttons. The Buy button will appear when you select equipment or weapons and the unit has enough skill and equipment points to purchase it. If you change your mind and wish to select a different item, press the Undo button which appears immediately after you buy something.

Note: When upgrading weapons or equipment of the same type, their Equipment Points cost will actually be less since you're trading in an item and earn points on it.

A Commend Unit button will also appear when the squad has earned commendations. Commendations are awarded based on mission performance.

In the top section you'll find information pertaining to the unit selected: his armament, fighting strength, hit points, skill level, characteristics, and either available equipment or weapons with an accompanying description of the item and its cost.

The unit selected rotates slowly in the upper left hand quarter of the screen. His icon is stationary and located





just above and to the left. Above the icon you'll see a slot for his name. You can name all of your units except for the squad leader (Bratt) who will be wearing a silver uniform. Success or failure of the mission depends on his survival. You will also notice that the icon has two sets of numbers associated with it. The first of these numbers is yellow and represents the unit's fighting strength. It determines his ability to carry out actions. This number will be reduced for every injury sustained by the unit. If this number drops to zero, he will start panicking and not be able to fight, or defend himself — even if action points are available.

A unit begins with a minimum of 3 points for fighting strength. His strength will increase with his skill level after he accumulates more than 3 skill points. The other number is a fraction that indicates the current number of hit points a unit has over the maximum possible when fully healed. The current points will be reduced an amount based on the severity of the injury sustained. The maximum number will increase proportionally as the unit increases his skill points. If his hit points reaches zero, the next injury will be fatal. If a unit is killed, he is lost for good; you may be able to replace him with a new unit, but his accumulated skill, etc. is not transferable.



Underneath this rotating figure you see the unit's current weapon type, the number of action points required to use the weapon, a number indicating the damage it can cause, a fraction showing the amount of ammunition remaining from its original amount and the weapon's heat diagram. As the weapon is used, heat is generated and this is displayed by the diagram's heat curve. Using the weapon after the diagram is full may cause damage to the weapon — leaving it unusable for a time or even causing it to explode.

When the unit is outfitted with additional equipment, that equipment's icon will appear beside the weapon's heat diagram. See the description of the Item List later in this section.



The unit's action points are displayed as a white number on a deep blue background. This is the number of actions that a unit can perform, and will be reduced by moving, shooting, injury or fatigue.



Next to this number are the unit's skill points depicted in the form of a meter. The accumulated skill points are shown in yellow and the ones available for acquiring equipment are displayed on each side in red. If you acquire a new weapon, the red bars will decrease an amount corresponding to the number of skill points required to purchase the weapon. Initially a unit can have a maximum of 12 skill points which can increase to 15 with commendations.



Next to this meter is a star. The unit's commendations will appear as ribbons above this star. Commendations are awarded based on performance and can be used to increase the unit's skill points. It's your decision as squad leader as to which units will be awarded the commendations. A unit can receive a maximum of three commendations. He must have a minimum number of experience points before he can receive each commendation.



In the middle of the screen there are six icons. Starting from the top, they represent the unit's Battle Fitness, Light Weapon Proficiency, Heavy Weapon Proficiency, Technical Ability, Medical Skills and Leadership Skills. Green dots appearing underneath these icons show the unit's current level of knowledge and skill in each particular category. If an item is selected that requires a greater degree of skill than the unit already possesses, the skill points required will appear as red dots underneath and to the right of the respective icon. If this item is purchased, the dots will change to green and shift over to the right. This marks the increase in skill level for this unit in this category. If you change your mind about the purchase of an item, press the Undo key. The Buy key will not appear if the skill points required to outfit your unit with this item exceeds the skill points available for the unit.

To the right of these six icons is a box where either a weapon or a piece of equipment is depicted. Underneath this box you will find vital information pertaining to the selected item. For instance, if it's a weapon you will see its cost in Equipment Points, Range, Accuracy, Damage it causes, and the Action Points required to use the weapon one time.

At the top of the screen is a bar with two entries. One is the running balance for your Equipment points and the other is the number of Commendations.

Note: Equipment points can only be obtained during the missions. Commendations are won strictly based on mission performance.

Select Unit brings you back to the previous menu.

Commend Unit increases the respective unit's skill level.

Pressing the Select Weapon or the Select Equipment buttons will activate an Item List menu. Here all available weapons and equipment are presented together with the corresponding number of skill points needed to acquire them.

The unit's Skill and Equipment Points are listed in the bottom left quarter of the screen.

In the bottom right corner you will find two function keys: Back and Toggle List. Toggle List switches between the equipment list and the weapon list. The Back key brings you back to the Upgrade Menu.

When you are finished upgrading your squad, press Exit. This brings you back to the Main Map menu.



### 6.1.3 Entering the Map(s) Location

Select a mission and then click on the Enter Location button. You will now see a Briefing menu with the following information: Mission Description, Victory Conditions, and Defeat Conditions.




At the bottom of the screen there are three buttons: Back, Tips, and Continue. To get additional tips on how to play this mission, click on the Tips button. Use the Back button to return to the Main Map menu. The Continue button starts the selected mission.

**Note:** If there is more than one mission available, be sure to click on the circle containing the mission you wish to enter. Enter the mission using the Enter Location button and then in the Briefing menu press the Continue button to start the mission.

To find out how to play Incubation skip to section 7 Playing the Game.

## 6.2 Network Game







By pressing the Network Game button, the Select Service Provider menu appears. A network connection must be established before you try to start a network game. In the middle of the screen there is a window with several options, depending on the configuration of your PC:

-  IPX Connection for DirectPlay
-  Internet TCP/IP Connection for DirectPlay
-  Serial Connection for DirectPlay

If you click on any of these options, an Open Game Session menu will appear with three buttons: New Game, Existing

Game, and Cancel. Activating New Game will bring you to a menu where you will be asked to enter your name. Click on the bar at the top of the screen and enter your name. (If you want to join a game being started, click Existing Game. Confirm with [Enter]. Click on OK and the menu Level Options will appear (For further details please consult section 6.3.1.1.1).

**Note:** For serial connection games, the Windows 95 serial connection prompt will appear. Select an open com port and leave the rest of the options the way they are currently set. Make sure the PC you are connecting to has its non-com port options set up identically to yours. Click on O.K. and you'll go to the Level Option menu. You will see four options to the right:

-  Mercenary Mode: ON lets you pick from existing units, OFF lets you build them from scratch.
-  Skill Points: You can choose the limits for upgrading an entire squad. The values can be changed in increments of two.
-  Technical Level: Determines the type of weapons that will be available for the squad members. The values can be changed in increments of two.
-  Solitaire Mode: OFF lets you move all your units each turn, ON restricts you to only one unit per turn.
-  Equipment Points: Lets you change how much the sessions starts with. Starts at 1000 and goes to 3000.
-  Time Limit: Defaults at 0 which places no time constraints to moving your units. 10, 20, 30 and 40 represents the amount of seconds you have to move each unit.

Select a level and confirm with O.K. The Chat Menu will now appear. Click on the dialogue box, type your message and then press [Enter] to send. When the other players are ready, the host needs to press O.K. He then must left mouse click to build and deploy his units followed by each player.

The Existing Game opens a window where you can locate active sessions. If you're using TCP/IP, a screen will appear in which you will be asked to supply the IP-address of the person who created the game you are trying to join. This person is called the "Creator", and must supply you with his IP-address. If you create a game, it is your IP-address that is required.

Note: To find your address under Windows 95 click the "Start" button and then activate the "Run" button. Enter "winipcfg" in the window if it hasn't already appeared. Here you will find your IP-configuration along with the address. Please refer to sections 6.1.2.1 Unit Menu and 6.1.2.2 Upgrade Menu for information concerning unit changes. Press Cancel to return to the previous menu.

## 6.3 Instant Action

### 6.3.1 Instant Action Mode

Selecting Instant Action will lead you to the Instant Action Mode menu. This menu has two different modes: Single Player and Multi-Player. The screen has name slots for 4 players, and 2 or 3 additional buttons — depending on the number of players. These are Cancel, OK and in the multi-player mode PBM.

#### 6.3.1.1 Single Player Mode (default setting)

This mode allows you to start various missions and to configure your squad as you see fit. Type in your name and click on OK.

##### 6.3.1.1.1 Level Options

After clicking on OK at the earlier menu, Level Options, will appear. Available levels are listed in the top left quarter of the screen. If you click on one of these missions, its name will appear in the slot running across the top of the screen in confirmation of your choice. When you've made your selection, confirm with OK.





#### 6.3.1.1.2 Prepare for Battle


The Prepare for Battle menu now appears. On screen you will see the mission values: Name of Player, Grid Positions, Equipment Points, Units in Squad, and the mission's Briefing.


At the bottom of the screen you'll see four buttons: Save Game, End Game, Build Squad, and Deploy Units. Save Game and End Game are self-explanatory. The Build Squad key starts the Unit Menu (Please refer to section 6.1.2.1 Unit Menu). This will give you the opportunity to change certain values for your squad, upgrade them, recruit new units and purchase new equipment. If you change your mind, press the red "X" button that appears to the right of the unit. When you are finished configuring your squad, press the Deploy Units key to position your units on the battlefield. (Please refer to the section 7.1 Deploy Units Screen.)


#### 6.3.1.2 Multi-Player Mode

If you select more than one player in the Instant Action menu, you will automatically activate a Multi-Player game. Below the name slots you will notice the Play-By-Mail button has now appeared. Click the OFF button once to turn ON the play-by-mail mode. Leave it set on OFF to play a hot seat, multi-player game on one PC. Click on OK when you have selected the number of players. In the Level Options menu, additional selections can be made:


-  **Mercenary Mode:** ON lets you pick from existing units, OFF lets you build them from scratch.
-  **Skill Points:** You can choose the limits for upgrading an entire squad. The values can be changed in increments of two.
-  **Technical Level:** Determines the type of weapons that will be available for the squad members. The values can be changed in increments of two.
-  **Equipment points:** Together with skill points and technical skill, equipment points offers you another way to set


 the parameters of the multi-player game you create. These three options will effect the strength and size of the squads that can be created (see the Upgrade Menu).


 Solitaire Mode: Off lets you move all your units each turn, ON restricts you to only one unit per turn.


 Time Limit: Defaults at 0 which places no time constraints to moving your units. 10, 20, 30 and 40 represents the amount of seconds you have to move each unit.


When you have completed your changes, click on OK. You will then be presented the Prepare for Battle menu. Press the Build Squad button. With "Mercenary" on, you will be able to choose from five categories of pre-defined units:

 Light Units: The units here are inexpensive, but they are also generally poorly equipped and have little armor.

 Storm Units: They are well armed and fast. They have good frontal armor, but are easy prey for opponents who succeed in getting behind them.

 Heavy Units: These units are heavily armed and possess heavy armor. Of course this means they are expensive to purchase.

 Special Troops: These units are equipped to carry out special functions. They consist of medical units, recon units and units that have the ability to fly over objects with jet packs.

 Commanders: They all carry Banners, Servo Systems and Stimulants. Check out the Weapon's Manual for the benefits associated with these items. The units in this category are more expensive than those available in the other categories.

To the right of these units, you'll find all the information about them: Weapons, Equipment, Skill Points, and Experience Points. To select a unit, just click on the "S" sign. If you change your mind, press the red "X" button that appears to the right of the unit.

## 6.4 Load Game

This button provides you with a list of all saved games (1-9). You can select a game or you can return to the Main Menu with "Exit".

## 6.5 Load PBM (Play-By-Mail) Game

This button provides you with a list of all saved games (1-9). You can select a game or you can return to the Main Menu with "Exit".


## 6.6 Exit Program


Exits the game.


# 7 Playing the Game

## 7.1 Deploy Your Units Screen

After you've started one of the various game modes and entered the chosen mission, a Deploy Your Units screen will appear. This is where you will set up your units on the battlefield. Along the sides of the screen you will see a series of symbols. On the left side of the screen will be the following symbols:

 Load Game  
Loads saved games.

 Briefing for Current Mission  
Displays the current mission briefing.

 Give Up!  
Terminates the current game.



On the right side the following symbols will be found:



#### Overview Map

Gives you a bird's eye view of the entire battlefield. Units and opponents appear as large colored dots. This perspective is not adjustable.



#### Set Free View (Adjustable)

This provides you with an overhead view and allows you to adjust the camera position. To move the camera, you must hold down the right mouse button and move the mouse according to the camera position desired.



#### Next Player

In the multiple player mode, this function ends your movement turn and allows the next player to take his turn. If you are playing a solo round, this button signals the end of your turn and the computer will now carry out its moves.

### 7.1.1 Grid System

In the middle of the screen you will see a series of red dots outlined in gray. Each dot represents a spot where you can place one unit. Click on the dots to place the members of your squad. When placing your units on the grid be sure to be aware of Bratt's position. The success or failure of many missions depends on his survival. The unit's name and all his data is located in the bottom left quarter of the screen. If you wish to move a unit to any of the other available grid locations, click on the unit and then relick on the desired location to reposition that unit.

**Note:** This screen is solely for the purpose of placing your units on the battlefield — not moving them. Take a moment to familiarize yourself with the various perspectives available, because it can help you find the best locations for the placements of your units.

### 7.2 The Battle Screen

After you've placed your units on the battlefield, press the Next Player button at the bottom right side of the screen. A new screen will appear with the following additional buttons:

On the left:



#### Remind Position

This will save the vital details of the game's progress. It provides you with the opportunity to save the current game's status and position in the mission from which you can try out some different strategies to overcome obstacles. This position will not be available if you leave the game or lose the mission. When you've chosen this option, the Recall Position button will become available.



#### Recall Position

Returns you to the position you were in when you hit the Remind Position button.



#### Save Game

Brings up the Save screen. Click on one of the empty spaces and type in a name for the game.



#### Load Game

Click on this button to get the Load screen. Double-click on any saved game to restart from that location.



#### Undo Last Turn

Takes back all unit moves prior to activating this button.

**Warning:** Moving the last unit will automatically signal the end of your turn, and the computer will begin its movement turn. Also, the last unit moved cannot be recalled if you used up all his action points.



#### Undo Mission

Use this button to restart the mission or as an alternative means of selecting individual members of your unit.

On the right side:



**Set User View (Adjustable)**

This provides an angular view of the playing field (45°).



**Set Unit View (Adjustable)**

This gives you the view as seen through the eyes of the selected unit.



**Jump to the Next Unit (Adjustable)**

An alternative means of selecting individual members of your unit.



**Jump to Visible Enemy (Adjustable)**

Here you will be presented with the Sca'y'Ger that are within your current viewing range.



**Activate Magnifying Glass**

This function provides information concerning the object chosen. After clicking on the symbol a magnifying glass or X will appear. Move the magnifying glass to the object of interest. Now click on the object and a window with information about the object will appear. Only objects essential for game play will have any information. Click on the Activate Magnifying Glass button a second time to turn it off.

## 7.3 Moving Units

The deployment screen will transition into the Battle Screen and you'll find your squad of marines in their deployment positions. It's time to move your units and kill some Sca'y'Ger!

Green crosshairs at the foot of the soldier will highlight the selected unit and a field of white circles with numbers will surround him. These numbers represent the amount of action points needed to move the unit to that location. Each movement forward or sideways requires one action point. Diagonal movements require two action points. If you move a unit to a 0, all points will be used and nothing further can be done with this unit. (Units with a jet pack will have

have additional red dots available indicating the spots they can fly to. If you select any of the red dots, it will cost all available action points.)

To move a unit, put the cursor on the desired circle and press and hold down the left mouse button. A compass will appear with a red X in the center. Continue to hold down the mouse button and move the cursor to the direction that you want this unit to face. Release the button and the unit will move to his new location. If the unit has any action points left over, another smaller field of action points will appear. If you change your mind while still holding down the mouse button, just move the cursor back into the center of the compass over the X and release the button. You can activate different soldiers by pressing the Jump to Next Unit button or by mouse clicking on the one you want to activate.

**Note:** If you do not use up all available action points before moving another unit, the remaining movement points for that first unit will be lost and his movement cycle will end.

If you've made a mistake and the unit has already moved, you can replay the move using the Undo Last Turn button.

If you are done moving all your units, but the last unit you moved still has action points remaining, you must press the Next Player button before the game will continue.

## 7.4 Unit Actions

When you've selected a unit, various actions will become available. The first and most important action is the ability to fire at opponents. (If the unit is carrying a weapon with two modes, be sure to select the mode that best suits your purpose. You can change modes with the Weapon icon in the mode slots (See section 7.5 The Soldier). Yellow cross hairs with colored bars will appear over targets within firing range. A target with all green bars means there's a high probability of destroying it. The more red bars showing means the odds are lower for a direct shot. Click on

in that the opponent literally was blasted to bits or the amount of damage will appear briefly on screen. If a unit has at least two action points you can have it protect itself or other units by activating the Defense Mode. In this mode, the unit will automatically fire at any opponents within range that it is facing. Activate the defense mode by clicking on the Shield icon in the mode slots.

**Note:** Not all weapons have a defense mode.

Another type of action is to give first aid to a wounded unit. To administer first aid, a unit must have a medic kit and action points available. He can heal himself or heal another unit that he is next to and facing. If these conditions are met, a Cross will appear in the mode slots. Click on the icon and the injured unit will be aided.

You can increase a particular unit's action points by having him take stimulants. Depending on the type of stimulant taken, the unit's action points will be increased by one or two points. This pertains only to the unit carrying the stimulants; they cannot be passed to other units.

A unit's action points can also be increased with rest. Resting units will cost all their action points for the current turn and increase their action points for the following turn. If you haven't moved the unit, click on the Arrow icon in the mode slots. The unit will rest for one turn.

The final action available is to manipulate objects – for example, doors, crates, switches, or levers. Manipulating objects requires that the unit be positioned next to and facing the object. When the unit is correctly positioned, a hand will appear in the mode slots. You can carry out the desired action by clicking on the Hand icon. This action requires one action point.

## 7.5 The Soldier

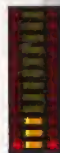
Along the bottom of the screen there is a rectangular area running the entire length of the screen; it is divided up into three main boxes.



The largest of the three boxes contains the following items:



An icon of the selected soldier, a yellow number indicating the unit's fighting strength, a fraction describing his hit points and its status (i.e., 2/5: This indicates that only 2 of the original 5 hit points are left.). When the unit is injured due to battle, his fighting strength, hit points, and action points sink. This will also reduce his effectiveness and ability to move, fight, and defend himself.



A diagram depicting the unit's skill points in the form of a meter. The accumulated skill points are shown in yellow and the ones available for acquiring equipment are displayed on each side in red. If you acquire a new weapon, the red bars will decrease an amount corresponding to the number of skill points required to purchase the weapon. Initially a unit can have a maximum of 12 skill points which can increase to 15 with commendations. As a unit gains experience his skill level increases. With each increase in skill the unit can be upgraded and improved. Upgrading is possible in the following areas: Battle Fitness, Light Weapon Proficiency, Heavy Weapon Proficiency, Technical Ability, Medical Skills, and Leadership Skills. (See also Upgrade Menu 6.1.2.2)



The unit's commendations. They appear as ribbons placed above the star located next to the skill meter. Commendations are awarded based on performance and can be used to increase the unit's skill points. It's your decision as squad leader as to which units will be awarded the commendations. A unit can receive a maximum of three commendations. He must have a minimum number of experience points before he can receive each commendation.



A depiction of the unit's current weapon type, the action points required to use the weapon, damage it causes, and a fraction which indicates the amount ammunition remaining from its initial amount.

The heat level diagram of the weapon. As the weapon is used, heat is generated and this is displayed by the diagram's heat curve. Using the weapon after the diagram is full may cause damage to the weapon — leaving it unusable for a time or even causing it to explode.



The unit's action points. This number indicates the number of actions which can be carried out by the unit. It will decrease based on movement, fatigue and injury. Be sure to rest your units at strategically opportune times.

Finally you see icons representing the equipment currently being carried by the unit. (See Item List under Upgrade Menu: 6.1.2.2)

The next box contains six mode slots, two rows of three. The symbols appearing in these slots together with a description of their respective actions are listed below. These symbols will only appear if the associated action is possible for the selected unit.



#### Shield

This activates the Defense mode so the unit will defend himself when attacked. It requires two action points.



#### Cross

Give first aid to himself or another unit he is next to or facing. Uses one action point.



#### Weapon

Activating this symbol will allow the unit to alter the use of his weapon — if available. Some larger of weapons have two modes (i.e., the mine thrower can also lay mines).



#### Pill

The unit will take stimulants that increase his action points.



#### Downward Pointing Arrow

When units are fatigued, it's often necessary to rest units. Clicking on this symbol will rest the unit for one turn and cost all action points.



#### Hand

This will appear when the unit is near a movable object and three conditions are met: First, the unit must be in range; second, the unit must be facing in the direction of the object, and third, the unit must have action points available. It will cost one action point.



The last box contains a radar screen. It has a built-in compass and displays green crosses where Scay'Ger may appear and red crosses for Scay'Ger that are within firing range.

## 7.6 The Camera

In Incubation you control the camera's position. If a particular view doesn't suit your needs, just move the camera. To move it, hold down the right mouse button and move the mouse according to the camera position desired. Furthermore, when in the Set User View mode you can rotate the screen by clicking the right mouse button. For each click you will rotate the screen 1/4 turn counterclockwise. If you hold down both mouse buttons, two new camera dimensions will be made available. While holding down both buttons, move the mouse forward and backward; this elevates or lowers the camera's position. If you move the mouse laterally, the camera will rotate around its own axis. The following perspectives allow for camera manipulation: Set Free View, Set User View, Set Unit View, Jump to Next Unit, Jump to Visible Enemy. (See the description of these camera perspectives in sections 7.1 and 7.2.)

## 7.7 Mission Report

After the mission you will see a Mission Report menu. This displays all pertinent data concerning individual units and mission results. Here you'll find out who was hot and who was not — and even who was shot. Commendations and Equipment Points are also listed. Below are three buttons: Main Menu, Load Game, and Try Again (if you lost) or Continue (if you were successful). If you click on the Main Menu button, you will get a menu that asks you to confirm your intention to quit the current game. The Load Game button will give you an opportunity to load one of your saved games. Try Again lets you replay the mission you just exited and Continue lets you move on to another mission.

Be sure you also check out the Weapons & Opponents manual — it's worth your time.

Good hunting!  
Your Incubation Team.



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Special Greetings to Fighter Pilots USA: Vino, Scoop and Pappy.

Jurie wants to say good-bye, good luck and thanks to everyone!